

- Home
- What Can I Access?
- Log-out

Tables of Contents

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- Conference Proceedings
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Arikawa, M.; Maesako, T.; Sueda, T.

Database Applications in Non-Traditional Environments, 1999.

(DANTE '99) Proceedings. 1999 International Symposium on, 2000

Page(s): 247 -253

[\[Abstract\]](#) [\[PDF Full-Text \(356 KB\)\]](#) **IEEE CNF**

2 Displaying shiny objects under virtual lighting

Sato, K.; Sakata, Y.

Virtual Systems and Multimedia, 2001. Proceedings. Seventh

International Conference on, 2001

Page(s): 825 -831

[\[Abstract\]](#) [\[PDF Full-Text \(739 KB\)\]](#) **IEEE CNF**

3 Image browsing with PCA-assisted user-interaction

Keller, I.; Meiers, T.; Ellerbrock, T.; Sikora, T.

Content-Based Access of Image and Video Libraries, 2001. (CBAIVL 2001). IEEE Workshop on, 2001

Page(s): 102 -108

[\[Abstract\]](#) [\[PDF Full-Text \(586 KB\)\]](#) **IEEE CNF**

4 Hierarchical discriminant regression

Hwang, W.-S.; Weng, J.

Pattern Analysis and Machine Intelligence, IEEE Transactions on, Volume: 22 Issue: 11, Nov 2000

Page(s): 1277 -1293

[\[Abstract\]](#) [\[PDF Full-Text \(740 KB\)\]](#) [IEEE JNL](#)

5 The parallel image associative retrieval design method using Internet

Harada, A.;

Systems, Man, and Cybernetics, 1999. IEEE SMC '99 Conference Proceedings. 1999 IEEE International Conference on , Volume: 4 , 1999

Page(s): 342 -347 vol.4

[\[Abstract\]](#) [\[PDF Full-Text \(628 KB\)\]](#) [IEEE CNF](#)

6 3D object retrieval based on subjective measures

Suzuki, M.T.; Kato, T.; Tsukune, H.;

Database and Expert Systems Applications, 1998. Proceedings. Ninth International Workshop on , 25-28 Aug 1998

Page(s): 850 -855

[\[Abstract\]](#) [\[PDF Full-Text \(680 KB\)\]](#) [IEEE CNF](#)

7 Dynamic image data compression in spatial and temporal domains: theory and algorithm

Dino Ho; Dagan Feng; Kewei Chen;

Information Technology in Biomedicine, IEEE Transactions on , Volume: 1 Issue: 4 , Dec 1997

Page(s): 219 -228

[\[Abstract\]](#) [\[PDF Full-Text \(420 KB\)\]](#) [IEEE JNL](#)

8 A similarity retrieval of 3D polygonal models using rotation invariant shape descriptors

Suzuki, M.T.; Kato, T.; Otsu, N.;

Systems, Man, and Cybernetics, 2000 IEEE International Conference on , Volume: 4 , 2000

Page(s): 2946 -2952 vol.4

[\[Abstract\]](#) [\[PDF Full-Text \(615 KB\)\]](#) [IEEE CNF](#)

9 Proceedings Seventh International Symposium on String Processing and Information Retrieval. SPIRE 2000

Fuzzy Systems, IEEE Transactions on , Volume: 8 Issue: 5 , Oct 2000

[\[Abstract\]](#) [\[PDF Full-Text \(300 KB\)\]](#) **IEEE JNL**

10 W@nderland: image-based constructable virtual space on the WWW

Nakao, T.; Tsukamoto, M.; Ogawa, T.; Loh, Y.-H.; Miyamae, M.; Nishio, S.;

Internet Applications, 2001. WIAPP 2001. Proceedings. The Second IEEE Workshop on , 2001

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[\[Abstract\]](#) [\[PDF Full-Text \(1756 KB\)\]](#) **IEEE CNF**

11 Photo-realistic talking-heads from image samples

Cosatto, E.; Graf, H.P.;

Multimedia, IEEE Transactions on , Volume: 2 Issue: 3 , Sep 2000

Page(s): 152 -163

[\[Abstract\]](#) [\[PDF Full-Text \(848 KB\)\]](#) **IEEE JNL**

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Lensu, A.; Koikkalainen, P.;

Knowledge-Based Intelligent Information Engineering Systems, 1999. Third International Conference , Dec 1999

Page(s): 174 -177

[\[Abstract\]](#) [\[PDF Full-Text \(348 KB\)\]](#) **IEEE CNF****2 Proceedings of 3rd International Conference on Document Analysis and Recognition**

Document Analysis and Recognition, 1995., Proceedings of the Third International Conference on , Volume: 1 , 14-16 Aug 1995

[\[Abstract\]](#) [\[PDF Full-Text \(872 KB\)\]](#) **IEEE CNF****3 Proceedings Workshop on Document Image Analysis (DIA'97)**

Document Image Analysis, 1997. (DIA '97) Proceedings., Workshop on , 20 Jun 1997

[\[Abstract\]](#) [\[PDF Full-Text \(116 KB\)\]](#) **IEEE CNF****4 Proceedings of 2nd International Conference on Document Analysis and Recognition (ICDAR '93)**

Document Analysis and Recognition, 1993., Proceedings of the Second International Conference on , 20-22 Oct 1993

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- Standards

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- Advanced

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Technology of Object-Oriented Languages and Systems, 1999.

TOOLS 32. Proceedings, 1999

Page(s): 254 -264

[\[Abstract\]](#) [\[PDF Full-Text \(108 KB\)\]](#) **IEEE CNF****2 Video abstraction: summarizing video content for retrieval and visualization***Pope, A.; Kumar, R.; Sawhney, H.; Wan, C.;*

Signals, Systems & Computers, 1998. Conference Record of the Thirty-Second Asilomar Conference on, Volume: 1, 1-4 Nov 1998

Page(s): 915 -919 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(752 KB\)\]](#) **IEEE CNF****3 The KidSat Student Mission Operations Center-SMOC***Rackley, K.;*

Geoscience and Remote Sensing, IEEE Transactions on, Volume: 37

Issue: 4, Jul 1999

Page(s): 1775 -1784

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Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

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<u>L10</u>	image\$2 near2 map\$1	10747	<u>L10</u>
<u>L9</u>	L5 and L8	1	<u>L9</u>
<u>L8</u>	virtual near2 space\$2	7638	<u>L8</u>
<u>L7</u>	L6 and virtual	1	<u>L7</u>
<u>L6</u>	L3 and ((file near2 name) same image\$2 same correspond\$4 same table\$2)	4	<u>L6</u>
<u>L5</u>	L3 and (image\$2 same correspond\$4 same table\$2)	65	<u>L5</u>
<u>L4</u>	L3 and (image\$2 same table\$2)	287	<u>L4</u>
<u>L3</u>	L1 and L2	635	<u>L3</u>
<u>L2</u>	((707/\$)!.CCLS.)	15216	<u>L2</u>
<u>L1</u>	image\$2 near2 retriev\$	10532	<u>L1</u>

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<u>L5</u>	L3 and (image\$2 same correspond\$4 same table\$2)	65	<u>L5</u>
<u>L4</u>	L3 and (image\$2 same table\$2)	287	<u>L4</u>
<u>L3</u>	L1 and L2	635	<u>L3</u>
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Results 1 - 20 of 32 [short listing](#)

1

1 Multimedia document presentation, information extraction, and 100%
 document formation in MINOS: a model and a system
S. Christodoulakis , M. Theodoridou , F. Ho , M. Papa , A. Pathria
ACM Transactions on Information Systems (TOIS) December 1986
Volume 4 Issue 4
MINOS is an object-oriented multimedia information system that provides integrated facilities for creating and managing complex multimedia objects. In this paper the model for multimedia documents supported by MINOS and its implementation is described. Described in particular are functions provided in MINOS that exploit the capabilities of a modern workstation equipped with image and voice input-output devices to accomplish an active multimedia document presentation and browsing within docu ...

2 Research centers: Database research at UT Arlington 100%
 Sharma Chakravarthy , Alp Aslandogan , Ramez Elmasri , Leonidas Fegaras , JungHwan Oh
ACM SIGMOD Record March 2003
Volume 32 Issue 1

3 Sketch: A domain-independent system for sketch recognition 100%
 Bo Yu , Shijie Cai
Proceedings of the 1st international conference on Computer

graphics and interactive techniques in Australasia and South East Asia
February 2003

Freehand sketching is a natural and powerful means of interpersonal communication. But to date, it still cannot be supported effectively by human-computer interface. In this paper, we describe a domain-independent system for sketch recognition. Our system allows users to draw sketches as naturally as how they do on paper, and it recognizes the drawing through imprecise stroke approximation which is implemented in a unified and incremental procedure. This method can handle smooth curves and hybri ...

4 Spatio-temporal data handling: The 2-3TR-tree, a 100%
trajectory-oriented index structure for fully evolving valid-time
spatio-temporal datasets
Mahdi Abdelguerfi , Julie Givaudan , Kevin Shaw , Roy Ladner
Proceedings of the tenth ACM international symposium on Advances
in geographic information systems November 2002
Supporting large volumes of multi-dimensional data is an inherent
characteristic of modern database applications, such as
Geographical Information Systems (GIS), Computer Aided design
(CAD), and Image and Multimedia Databases. Such databases
need underlying systems with extended features like query
languages, data models, and indexing methods, as compared to
traditional databases, mainly because of the complexity of
representing and retrieving data. The presented work deals with
access methods f ...

5 Agents teaching agents to share meaning 100%
Andrew B. Williams , Zijian Ren
Proceedings of the fifth international conference on Autonomous
agents May 2001
The promise of intelligent agents acting on behalf of users'
personalized knowledge sharing needs may be hampered by the
insistence that these agents begin with a predefined, common
ontology instead of personalized, diverse ontologies. Only until
recently have researchers diverged from the last decades
common "ontology paradigm" to a paradigm
involving agents that can share knowledge using diverse
ontologies. This paper describes how we address this agent
knowledge sharing probl ...

6 Extending hypertext streaming protocol to realize effective web 100%
page transmission via a caching proxy
Tadashi Nakano , Kaname Harumoto , Shinji Shimojo , Shojiro Nishio

Proceedings of the 2001 ACM symposium on Applied computing
March 2001

7 Use of semantic structure in information systems 100%

 J. D. Sable

Communications of the ACM January 1962

Volume 5 Issue 1

8 Reading of electronic documents: the usability of linear, 100%

 fisheye, and overview+detail interfaces

Kasper Hornbæk , Erik Frøkjær

Proceedings of the SIGCHI conference on Human factors in computing systems March 2001

Reading of electronic documents is becoming increasingly important as more information is disseminated electronically. We present an experiment that compares the usability of a linear, a fisheye, and an overview+detail interface for electronic documents. Using these interfaces, 20 subjects wrote essays and answered questions about scientific documents. Essays written using the overview+detail interface received higher grades, while subjects using the fisheye interface read documents faster. ...

9 Object-focused interaction in collaborative virtual environments 100%

 Jon Hindmarsh , Mike Fraser , Christian Heath , Steve Benford , Chris Greenhalgh

ACM Transactions on Computer-Human Interaction (TOCHI)

December 2000

Volume 7 Issue 4

This paper explores and evaluates the support for object-focused interaction provided by a desktop Collaborative Virtual Environment. An experimental “design” task was conducted, and video recordings of the participants' activities facilitated an observational analysis of interaction in, and through, the virtual world. Observations include: problems due to “fragmented” views of embodiments in relation to shared objects; participants compensating with spoken accounts

...

10 Theoretical considerations in information retrieval systems 100%

 Jack Belzer , W. Goffman

Communications of the ACM July 1964

Volume 7 Issue 7

A method for automatic loading of library subroutines, which can be adapted to operate in conjunction with any conventional two-pass assembler is described. The method is specifically

designed to cope with a nested library structure.

11 Designing surfaces in 3-D 100%

 James H. Clark

Communications of the ACM August 1976

Volume 19 Issue 8

An experimental system for computer-aided design of free-form surfaces in three dimensions is described. The surfaces are represented in the system as parametric basis splines. The principal features of the system are: (1) the surfaces are rendered as isoparametric line drawings on a head-mounted display, and they are designed with the aid of a three-dimensional "wand" which allows 3-D movements of the points controlling the shapes of the surfaces, (2) all of the interactions w

...

12 An Elementary Discussion of Compiler/Interpreter Writing 100%

 R. L. Glass

ACM Computing Surveys (CSUR) January 1969

Volume 1 Issue 1

13 Two-dimensional spatial positioning as a means for reflection in 100%

 design

Kumiyo Nakakoji , Yasuhiro Yamamoto , Shingo Takada , Brent N. Reeves

Conference proceedings on Designing interactive systems : processes, practices, methods, and techniques: processes, practices, methods, and techniques August 2000

In the realm of computer support for design, developers have focused primarily on power and expressiveness that are important in framing a design solution. They assume that design is a series of calculated steps that lead to a clearly specified goal. The problem with this focus is that the resulting tools hinder the very process that is critical in early phases of a design task; the reflection-in-action process [15]. In the early phases, what is required as the most important ingredient fo ...

14 A performance comparison of quadtree-based access methods 100%

 for thematic maps

Eleni Tousidou , Yannis Manolopoulos

Proceedings of the 2000 ACM symposium on Applied computing

March 2000

15 CMU sidewalk navigation system: a blackboard-based outdoor 100%

 15 navigation system using sensor fusion with colored-range images

Y. Goto , K. Matsuzaki , I. Kweon , T. Obatake

Proceedings of 1986 faii joint computer conference on Faii joint computer conference November 1999

16 Some Aspects of Hierarchical Memory Systems

100%

 16 Debasis Mitra

Journal of the ACM (JACM) January 1974

Volume 21 Issue 1

A class of demand paging algorithms for some two-level memory hierarchies is analyzed. The typical memory hierarchy is comprised of the core and a backing device. A distance matrix characterizes the properties of the latter device. The sequence of address references directed to the hierarchy by the CPU and channels is modeled as a Markov process. A compact expression for the mean time required to satisfy the page demands is derived and this expression provides the basis for some optimizatio ...

17 A synchronization model for recorded presentations and its

100%

 17 relevance for information retrieval

W. Hürst , R. Müller

Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

In order to improve the acceptance of recorded presentations, we introduce a new open document type covering a wide range of different media classes typically appearing in this scenario. Instances of this document type can be replayed using our time-based synchronization model. Random access in combination with the realized stream/media-layered synchronization mechanism results in essential features such as Random Visible Scrolling and Unrestricted Cross-Referencing ...

18 Social and ethical education in computing using virtual

100%

 18 environments

Michael Houle , Michael Houle

Proceedings of the second Australasian conference on Computer science education July 1997

19 Fragmented interaction: establishing mutual orientation in

100%

 19 virtual environments

Jon Hindmarsh , Mike Fraser , Christian Heath , Steve Benford , Chris Greenhalgh

Proceedings of the 1998 ACM conference on Computer supported

cooperative work November 1998

20 Modern languages and Microsoft's component object model 100%

 David N. Gray , John Hotchkiss , Seth LaForge , Andrew Shalit , Toby Weinberg

Communications of the ACM May 1998

Volume 41 Issue 5

Results 1 - 20 of 32 short listing


Prev
Page 
Next
Page

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Results 21 - 32 of 32 short listing

[Prev Page](#) **1** [2](#) [Next Page](#)

21 Editorial 100%
 Ouri Wolfson

Mobile Networks and Applications October 1997
Volume 2 Issue 2

22 Object-based navigation: an intuitive navigation style for 100%
 content-oriented integration environment

Kyoji Hirata , Sougata Mukherjea , Yusaku Okamura , Wen-Syan Li ,
Yoshinori Hara
Proceedings of the eighth ACM conference on Hypertext April 1997

23 Information systems modeling: an object oriented development 100%
 method

William R. Bitman
Proceedings of the ninth Washington Ada symposium on Ada:
Empowering software users and developers July 1992

24 Adding imageability features to information displays 100%
 Matthew Chalmers , Robert Ingram , Christoph Pfranger

Proceedings of the 9th annual ACM symposium on User interface
software and technology November 1996

25 Analysis of retrieval performance for records and objects using 100% optical disk technology

Stavros Christodoulakis

ACM Transactions on Database Systems (TODS) June 1987

Volume 12 Issue 2

In this paper we examine the problem of object and record retrieval from optical disks. General objects (such as images, documents, etc.) may be long and their length may have high variance. We assume that all the components of an object are stored consecutively in storage to speed-up retrieval performance. We first present an optical disk model and an optimal schedule for retrieval of records and objects which qualify in a single query on a file stored on an optical disk device. We then pr ...

26 An online video placement policy based on bandwidth to space 100% ratio (BSR)

Asit Dan , Dinkar Sitaram

ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data May 1995

Volume 24 Issue 2

In a video-on-demand server, resource reservation is required to guarantee continuous delivery. Hence any given storage device (or a striping group treated as a single logical device) can serve only up to a fixed number of client access streams. Each storage device is also limited by the number of video files it can store. For the reasons of availability, incremental growth, and heterogeneity, there may be multiple storage devices in a video server environment. Hence, one or more copies of a par ...

27 Learning subjective relevance to facilitate information access 100% James R. Chen , Nathalie Mathé

Proceedings of the fourth international conference on Information and knowledge management December 1995

28 An image retrieval system considering subjective perception 100% Haruhiko Nishiyama , Sumi Kin , Teruo Yokoyama , Yutaka Matsushita

Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence April 1994

29 INFANT: a modular approach to natural language processing 100% Paul Buchheit

Proceedings of the 1993 ACM conference on Computer science March

1993

The INFANT System is a working natural language processing system that approaches language analysis through the integration of a large number of interdependent procedural modules. By themselves the modules perform specific, predictable, and rather mundane tasks; taken together, they make up an understanding system whose 'beliefs' and responses are varied and unpredictable. Thus a type of emergent behavior is demonstrated by the system. This paper describes the overall modular design ...

30 Commenting on action: continuous linguistic feedback 100%

 generation

Wim Claassen , Edwin Bos , Carla Huls , Koenraad De Smedt

Proceedings of the 1st international conference on Intelligent user interfaces February 1993

31 Simple word strings as compound keywords: an indexing and 100%

 ranking method for Japanese texts

Yasushi Ogawa , Ayako Bessho , Masako Hirose

Proceedings of the 16th annual international ACM SIGIR conference on Research and development in information retrieval July 1993

This paper describes a new indexing method for Japanese text databases using the simple keyword string, in which a compound word is treated as a string of simple words, which are the smallest units in Japanese grammar which still maintain their meanings. This method allows retrieved texts to be ranked, according to the similarity of their meaning to the query, without using a control vocabulary or thesaurus. This paper also introduces the keyword feature, w ...

32 Bead: explorations in information visualization 100%

 Matthew Chalmers , Paul Chitson

Proceedings of the 15th annual international ACM SIGIR conference on Research and development in information retrieval June 1992

We describe work on the visualization of bibliographic data and, to aid in this task, the application of numerical techniques for multidimensional scaling. Many areas of scientific research involve complex multivariate data. One example of this is Information Retrieval. Document comparisons may be done using a large number of variables. Such conditions do not favour the more well-known methods of visualization and graphical analysis, as it is rarely feasible to map each variable ...

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